

Integrating Video Game Research and Practice in Library and Information Science

Part of the Advances in Library and Information Science (ALIS) Book Series

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Description:

Video games are now a ubiquitous form of media used by the majority of the American population. However, the academic research field surrounding this genre does not accurately reflect the pervasive influence of video games. The field of library and information sciences helps provide the necessary foundational support for this media.

Integrating Video Game Research and Practice in Library and Information Science brings together video gaming culture and its unique forms of communication with information behavior research.

Readers:

This reference book reveals communication patterns within society and provides comprehensive background and analysis for libraries, librarians, and information professionals.

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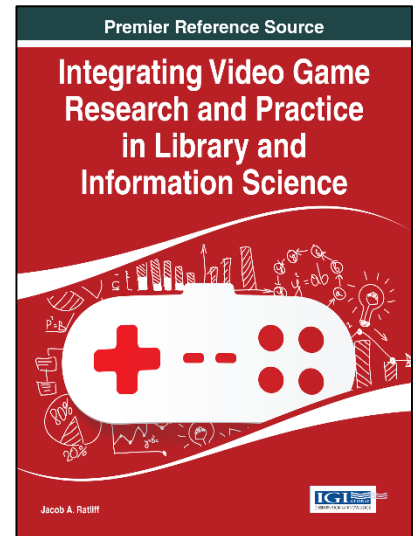
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Topics Covered:

- Collection Development
- Education
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- Information Seeking Behavior
- User Centered Design
- User Experience
- Video Game Communication
- Video Game Culture
- Video Games



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